
Title: BRIGGIO'S BOOK

Author:

BRIGGIO'S BOOK OF
ASTONISHING THINGS
A compiled volume of
items of interest both
magical and mundane
by Briggio of Moonshade

In this volume, compiled
for easy reference, are
some of the many
fascinating constructions I
have found during my
researches. These items
range from interesting
uses for mundane items
to fascinating
miscarriages of magic.

Wands: A trio of terrible
weaponry. The three
identified varieties of
magical wand all seem to
have been made for the
express purpose of
changing the combat-weak
spellcaster into a
battle-ready automaton.
And, for those with the
ability to keep them from
losing their potency (no
small feat of magic, mind
thee, but simple for
anyone capable of crafting
the wand in the first
place), they are perhaps
the most formidable
weapons of their size.
Fire Wand: This wand
releases a bolt of flaming
death. According to all
known texts on the
subject, the carnage was
called "amazing."

Lightning Wand: The
effect of a bolt of
lightning as it bursts

forth from the wand is as devastating as its counterpart, the fire wand. However, according to one of its proponents, "the corpses look and smell much less offensive."

Magician's Wand: While only slightly more lethal than the typical bow, this wand is rendered quite effective due to two interesting facets: Its damage is of a most magical nature and more than powerful against monsters with a predilection for challenging mages, and, it NEVER ceases to function. If thou art interested in power and duration, this is the wand for thee.

FireDoom Staff: Lethality itself. This staff, which hurls exploding fireballs that actually seek out a target, is perhaps the most lethal of all magical weapons created in the era of human-gargoyle cooperation. But, as with most of the more powerful magic weapons, its limited life means it may fail thee at the worst of times.

Glass Swords : A historical legacy of death. These single-use swords will almost always kill any creature in a single blow, but they are seldom useful for a second opponent.

Other Miscellaneous Magical Weaponry. As a general case, any person with a modicum of magical talent can identify magical weapons, armour and other apparatus by their pulsating glow. Often, however, the color indicates even more about

the item than merely the existence of the enchantment. For example, a green field often denotes a poisoning weapon.

Burst Arrows: An arrow of myriad targets. The arrow functions as a normal arrow, but upon impact, explodes into a thousand flying shards of death.

Venom Dagger : The assassin's tool. This shimmering green dagger is actually the enchanted tooth of a poisonous sea serpent, joined to the hilt of a normal dagger. Its envenomed blade injects a slow poison into its victim, but it frequently breaks. It is the perfect assassination weapon (see Alagner's History, Assassination of Baron Johann IV (page 54)).

Stone Harpy: Unnatural beast. The stone harpy is the creation of the twisted mind of the magus. It is reputed to be magically triggered by the close approach of any creature.